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SNAPPY STUNTS FOR SOCIAL GATHERINGS

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SNAPPY STUNTS
FOR
SOCIAL GATHERINGS

COMPILED BY

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—also—

New York State Secretary, National League of Girls' Clubs

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Foreword

As truly as the ingredients do not make the cake, so truly do the games not make the successful social evening. The quality of the ingredients in a cake must be assured, and so it is with the games in a well-planned evening's program. But the success of both lies in the hands of the "mixer" who knows the secret of skillful selection and combination.

In general, the best games are those which have the largest social value. They make no person self-conscious, because they call for about equal activity and equal initiative on the part of all the players. It is especially important to consider this point in planning for a mixed group, including persons of widely varying ages and attainments, such as are to be found in the average community party.

It is the purpose of this book to furnish a goodly and varied collection of ingredients and some suggestions to the "mixer" that it is hoped will prove valuable in helping plan a social evening.

8-1-28 Phys. Ed. Mem.

VIRGINIA

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THE LARGE PARTY

(50 to 200 or more)

Two kinds of large group entertainments suggest themselves—

1. in which every group member may be either a direct or an indirect participant.
2. in which a limited number entertain the whole group.

The Problem

of any party is to produce the pleasurable experience of having time pass so rapidly as to cause every one present to forget its existence. The large party is frequently unwieldy, but, through careful planning, can be made a delightful affair.

Whether in play or work every individual is more interested in the thing to which he contributes than in the thing which he views as an outsider. For this reason, the party planned with the idea of giving everybody an opportunity to participate has the largest possibilities of success. It can be well handled through sub-dividing the group.

How to Manage It

Arrange in advance for a social engineer, who should be the most tactful, enthusiastic leader the community has. This person might be the chairman of a committee, whose members would become assistants in carrying out, as well as planning, an evening's entertainment. There should be a definitely planned program, into which the "social engineer"

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can lead the group. The following example illustrates what is meant by "leading" a group:

EXAMPLE—To get a group to participate in the Virginia Reel, a leader will have no success if she first announces, "Everybody line up now for the Virginia Reel." There are always some who hold back, because they believe the dance to be difficult. However, any leader can get the most timid to enter the game if she first calls a grand march, ending with a double file. A division of the files into sets containing about eight couples, a command, "Couples face, and walk back three steps," then a signal to the musician will be all that is necessary. As the leader calls off the figures the players without any self-consciousness, will go through the dance.

In planning the evening's program it is well to arrange games during the first part that will make all move about and meet part, if not all, of those they have not met before.

Games selected should be simple in form, unless the group is one which meets regularly and in its series of meetings progresses from the simple to the difficult in order to sustain the interest.

Games should represent a combination of *active* and *quiet*.

The leader can get best results through the use of a whistle and by giving explanations in a well-modulated tone of voice. Only one order at a time should be given. Orders will not make the entertainment seem formal or stiff, if the leader be jolly and tactful.

Introducing competitions and arranging a climax in the evening's entertainment serve to maintain interest.

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The Causes of Failure

1. LACK OF PLANNING. It is always wise for a leader to go with many stunts and games in mind that are not in the list of those regularly planned.

2. WEAK LEADERSHIP. The good leader will be certain that each assistant understands *definitely* what he is to do. One hostess should be free to move about wherever she is most needed.

ALL PARTICIPATING

Unending Reception Line

The committee or a special group of hosts and hostesses form a reception line, along which every person passes shaking hands. As each finishes he becomes part of the line and stands in place until every other guest has passed by and given his name. In a mixed group it is a good plan to arrange the girls in a line at one end of the room and the men at that opposite, having them approach the line alternately.

Progressive Grand March

Immediately after such a receiving line as suggested above, the leader announces that each man take the girl at his right or at his left. Couples thus formed march around together to music until a whistle is blown, when the man steps forward to a new partner. The first man in the line takes the girl at the foot.

This permits many variations, for example, if couples march in fours, at a signal the man from couple one could change places with number two. Or, have the boys and girls in separate lines approach, and as they meet, march off together, viz., 1st boy and 1st girl; 2nd boy and 2nd girl, etc.

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Methods of Sub-dividing

In the large group there is no better method of dividing the players than through *marching formations*. Bring players into columns marching two, four, eight or more abreast, halt them and direct each file to a special place in the room.

An easy way to group guests is to arrange placards, bearing the family name, in various sections of the room. Each guest can readily classify himself under one of these.

No matter what method is used in dividing the groups into families or for matching partners, care should be taken to arrange sub-groups in *even* numbers. In the first two examples given above, this could be handled by passing out first a member of the first family, then second, third and fourth.

Suggested Families

1. Trees, flowers, birds, insects.
2. Blues, greens, reds, whites.
3. Spring, summer, autumn, winter.

NOTE—Under 1, as the guests arrive each should be given a slip bearing a name that comes within one family. Under 2. a crepe paper ribbon in one of the colors could be tied to the arm. Under 3, the birth date of the guest should be determined.

By Circles

Girls form a circle at one end of room, and men form a circle at the opposite end. One person stands inside each circle. At the same time each points to a person in his circle, and the two selected drop out and move away together. Use music.

Girls form circle facing out, and men form circle facing in. When the music starts the girls move in one direction and the men in the other. When the music stops the man takes as his partner the girl facing him.

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Statues

Prepare duplicate sets of cards, naming various poses. Distribute one set among the girls and the other among the boys. When the music starts, each boy tries to assume the pose suggested on his slip and the girl tries to find her partner.

A variation is to name some noise or action, viz. to imitate a horse, cow, frog, sheep, etc.

Property

The leader collects an article from each man. After these are mixed around, they are passed to the girls (it is well to form them in line) each of whom draws one article and becomes the partner of the owner.

Maid's Pie

Put slips bearing girls' names in a "Jack Horner Pie." Each man takes as his partner the girl whose name he finds on the slip he pulls from the pie. This can be worked only where the names of the guests are known in advance.

Guess Who

Each man entering the room receives a slip of paper and a pencil. He is then introduced to a lady with whom he holds five minutes conversation, after which he writes a detailed description of her appearance. Later the slips are collected and distributed promiscuously among the men who then try to find the subject described. This is fun if combined with a grand march, and if the announcement that each man is to describe his partner comes as a complete surprise.

Popular Songs

Select choruses from popular songs according to the number of sub-divisions desired in large group. Mount each on cardboard. Cut into as many sections

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as there are guests expected, retaining the first line intact. The complete lines are given to captains. Each person receives a section and tries to identify himself with his group. When groups are completed, each draws around the piano or goes to the stage to sing its special song.

Mother Goose Rhymes

Write familiar Mother Goose Rhymes. Cut into phrases. Each guest receives a phrase and tries to find the other members of his family. This accomplished, the family agrees upon some form of dramatization to be given before the other guests.

Folk-Tales

Write characters of familiar folk-tales, such as Cinderella, Red Riding Hood, etc., upon slips of paper. Each guest finds others of his group with whom a dramatization is worked out as above. Proverbs can be worked in the same way.

Affinities

Write names on cards in pairs, such as Mutt and Jeff, Damon and Pythias, Romeo and Juliet, Jim Cox and Warren Harding. After pairs are matched, each acts its part and the others guess.

Patches

The hostess provides patches of as many different kinds as the number of families she has decided upon. For finding partners only two kinds should be used. If the latter is done a grand march can be formed and the guests march to the tune of "Patches."

Posie Bunches

This can be made a pretty touch to a party when flowers are plentiful. Make a tiny nose-gay for each guest. In each conceal a number. For every num-

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ber given a girl there should be a corresponding number for a man, who becomes her partner.

Examples of how sub-groups or family divisions can be made the basis of a full evening's entertainment.

EXAMPLE I.

COMMITTEE RECEIVES GUESTS. Nothing is more important than having a gracious committee receive and introduce guests as they arrive.

"WHO AM I?" will prove a good game to use while guests are assembling.

GRAND MARCH. To get guests on the floor, the grand march has no equal. Select leaders in advance. Have them lead a good variety of figures, finally forming a double file. Then as the files pass down the middle of the floor two committee members give each person a card bearing a number. The numbers are passed out consecutively in series, according to the number of sub-groups desired. For our purposes we shall use numbers 1, 2, 3, 4.

When each has received a number the leader assigns each group to a certain section of room, where each may select a captain. Next, he calls group 1 on the floor in two files, one on his left, the other on his right. After evening up the lines, the leader commands them to face and march backward four steps. Then, with a signal to the musician, who is prepared, the leader calls off the figures of the Virginia Reel. In like manner, groups 2, 3 and 4 are called out on the floor. Alphabet Relay, Passing Objects Down the Line and The Farmers in the Dell can be played. Much of the fun is in having the groups remain in suspense concerning the part each is to play.

To make an affair colorful, pass favors to each group after it has done its stunt. Balloons, pinwheels, whistles and colored balls are always attract-

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ive. To obtain a more bizarre flavor, pass out confetti, squackers, etc. To do this in orderly fashion, the lines should again be drawn up before favors are distributed.

EXAMPLE II.

Committee receives guests, handing each a slip indicating his family or sub-group.

When families get together each selects a captain. The leader then announces that a series of contests will be held and asks each family to select a specified number of representatives to compete with those from the other families.

SUGGESTED CONTESTS

(Active)

1. Bowling bottles or Indian Clubs over with an ordinary baseball.
2. Tossing a basket ball, or any other ball, into a basket from a certain line.
3. Running a relay race.
4. Hopping a relay race.

(Quiet, requiring quickness of wit.)

1. Buzz.
2. Simon Says, using gymnastic commands.
3. Minister's Cat.
4. Orchestra.

NOTE:—Count points for the winning teams. In order to count points under the Quiet Games suggested, in each case the player should drop out as he misses. The score keeper records the order in which the members of the respective teams drop out and the average of each team should be added to the points in the active contests in order to determine the winning team for the evening.

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Explanation of how to count:

Enter team names on one line, viz., A. B. C. D. The first player dropping out belongs to A team, so enter No. 1 in A column; the second player to miss belongs to C team; the third to B, the fourth to D. Enter each under its proper heading and when the games are at an end, to get the average, divide each total by the number of players from each team.

Teams—	A	B	C	D
	1	3	2	4
	6	5	8	7
	15	14	12	13
	11	10	9	16
Totals	33	32	31	40

There is no end to combintaions of games that can be used. Every sort of contest presents a possibility. Such a scheme would be a good one for an indoor field meet. In the case of groups meeting often, such as church societies, a record could be kept for the season. Practically every game listed under Competitive can be used.

EXAMPLE III

(Example 1 is not enough to fill an entire evening, unless the competitive element is introduced as in Example 2.)

Carry ut suggestions under Example 1. When each group has finished its game the leader calls the group captains to the front. Each of these marks off on the floor with crayon provided by the leader, his territory. Next, the leader requests each person to bring a chair from the side lines to his captain's territory. When all are seated the leader announces that a few stunts are to be performed. While the actors are getting ready the leader, or another specially selected, leads off in a song that the people can

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not help singing. A nonsense song, like "Polly Wolly Doodle," is particularly good, since couplets introducing local hits can be run in. This is a good place to introduce the Giant Sneeze or a round such as "Row, Row, Row Your Boat." "Dr. Quack," the "Goup Dance," and similar special stunts requiring few characters and little preparation are good to use in this connection.

After the performance of special stunts, if the group is in the mood, try several "Tongue Twisters," and lead into Community Singing. Multigraphed copies with words to the songs, help greatly.

Special Games and Ideas

Who Am I?

As each guest arrives the name of a well-known character of history, fiction or present-day life is pinned to his back. Each person must guess his own name by the remarks of the other guests and by their answers to his questions. For example, Magellan might have been asked, "Did you suffer much from sea-sickness?" and Queen Elizabeth "Did you really swear so much?" This game affords a good opportunity to introduce a local touch. As soon as a person guesses his name correctly he must get another slip.

Dogs Versus Cats

This game will liven up any group.

Entire group is divided into teams. An easy way to do this is to hand each guest a card as he arrives. The first would receive a blue card; the second, a red one, the third, a blue one; the fourth, a red; and so on alternately, until every person has received a card. Instead of using cards, arm bands of crepe paper in two different colors can be used.

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The leader directs all persons to identify themselves with others holding the same color. Next he asks each group to select a captain. He names one team "dogs," the other, "cats," announcing to them that a hunt is to begin for candy beans, "nigger babies," or something of the sort, under the following rules:

When a member of either team finds some of the hidden articles, he gets down on knees, and either barks like a dog, or "meows" like a cat, until his captain arrives to collect them. That team which succeeds in finding the greater number of hidden articles is the winner. If the group is very large, the leader will find it advisable to introduce additional teams, such as sheep, cows, etc.

The Giant Sneeze

Not a game, but it will serve to break the ice with any sort of group, regardless of variety in age or cleverness.

Divide group into three sections. These should be massed and either standing or seated in front of the leader. Each group repeats its name after the leader pronounces it—"His-hi" for group one; "Has-hi" for group two, and "Hos-hi" for group three. Then, at a signal, all sneeze out their names in unison. The result is a Giant Sneeze. The first is not likely to be effective but a good leader can obtain telling results.

Tongue Twisters

One old ostrich ordering oranges.

Two timid toads trying to trot to Tarrytown.

Three terrible thumping tigers tickling trout.

Four fat friars fanning flickering flames.

Five frivolous foreigners fleeing from fabulous furies.

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Six Scottish soldiers successively shooting snipe.

Seven serious Southerners setting sail from Switzerland.

Eight eager immigrants eagerly examining elements.

Nine nimble noblemen nibbling nuts.

Ten tremendous tomtits on the tops of three tall trees.

Eleven enormous elephants elegantly eating Easter eggs.

Twelve tired sailors thoughtfully twisting twine.

(Without alliteration.)

A good fat hen.

Two ducks.

Three plump partridges.

Four squawking wild geese.

500 Limerick oysters.

Six pairs of Don Alphonso's tweezers.

700 Macedonian horsemen, rank and file drawn up in order of battle.

Eight cages of bibulous sparrow kites.

Ten diacaustic, dogmatic, diatetic, parallel propositions proposed to be received by all mankind.

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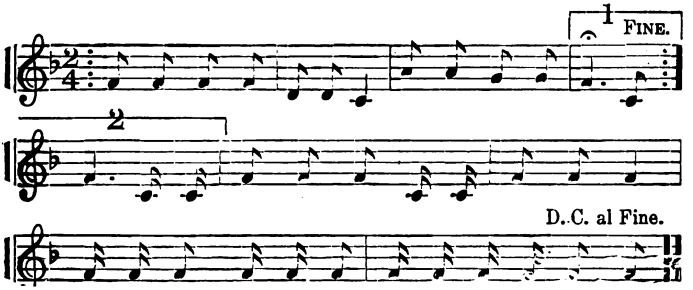
Use Community Singing

There is nothing better to break the ice.

Old Mr. McDonald.

(This song is to be sung very slowly at first, then faster and faster, ad infinitum.)

Old MacDonald had a farm,
Ee-igh, ee-igh oh!
And on this farm he had some chicks,
Ee-igh, ee-igh oh!
With a chick-chick here,
A chick-chick there,
Here a chick, there a chick,
Everywhere a chick-chick,
Old MacDonald had a farm,
Ee-igh, ee-igh oh!
Old MacDonald had a farm,
Ee-igh, ee-igh oh!
And on this farm he had some ducks,
Ee-igh, ee-igh oh!
With a quack-quack here,
A quack-quack there,
Here a quack, there a quack,
Everywhere a quack-quack,—
Chick-chick here, a chick-chick there,
Here a chick, there a chick,
Everywhere a chick-chick,
Old MacDonald had a farm,
Ee-igh, ee-igh oh!

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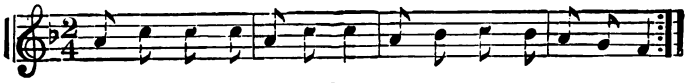
Continue with turkeys (gobble), pigs (hoink-hoink), Ford (rattle-rattle), etc. Adding and repeating as indicated in second verse. Much merriment can be created by dividing party into chickens, ducks, etc, and having them come on at proper place.

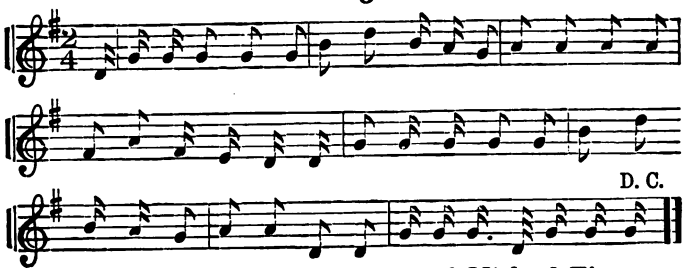
Prairie Flower.



This song should be sung marching in a circle with great solemnity, except in last line of stanza, when hand should be put on head, thumb down, and fingers extended awkwardly. Should be sung in groups or individually.

I'm a little prairie flower,
Growing wilder every hour.
Nobody seems to cultivate me;
I'm as wild as wild can be.
(Repeat in F; again in B flat.)

Finnegan.



There was an old man named Michael Finnegan,
He has whiskers on his chinigan,
The wind blew them off and they grew in again,
Poor old Michael Finnegan,
Begin again.

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(For Camp Use.)
There was a girl named Sallie Finnegan,
She had chiggers on her shinigan,
She scratched them out and they all bit in again;
Poor old Sallie Finnegan,
Begin again.

Uses of Follow the Leader

Follow the Leader is just what the name suggests. It is a case of all participants doing what the leader does. This may be to indulge in gymnastic or fantastic marching, or it may be simply to follow him to another room for a different part of the program or refreshments. In initiation stunts, or at a Hallowe'en party it would serve as an orderly method for leading persons through the prepared places of mystery and horror.

Guessing Numbers

Have each one guess the number of beans in a jar, petals on a flower, or grains of corn on a cob.

Features

A pair of curtains serves nicely to conceal the lower part of the body of the well-known character, whose eyes, nose and mouth are to be guessed. He puts each through or immediately back of a piece of card-board in which holes have been made.

Six or seven well-known characters should be selected.
first, and in case the audience is not able to guess, then add the other features.

The Seven Ages of Man's Education

This takes care of guests from the first moment of their arrival.

The room should be arranged with seven separate divisions, or if several rooms are available, they

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will serve. Over each should preside a teacher who is versed in the subjects he is to have in charge. Regular work in spelling, arithmetic, reading, drawing, singing, etc., can be used. These divisions are the ones through which the guests should pass:

Kindergarten,
Primary,
Intermediate,
Grammar School,
High School,
College,
The School of Experience.

Divisions of group should be made according to the number of guests expected. If about 70 represents the number, as the guests arrive, the first 10 should be sent to the Kindergarten, the next 10 to the Primary, and so on. After a lesson of some sort each small group should set about preparing a stunt, appropriate to the age it represents, to be presented before the other groups. The School of Experience presents many opportunities for good fun. For example, a playlet representing an overly confident college graduate receiving the hard blows of life, could be made side-splitting.

A Freshman's Dream

As this is likely to be given in a college, or possibly a high school, it is probable that the gymnasium could be transformed into a scene of booths, in each of which one picture of the dream could be represented.

She dreams of—

1. Crushes of girls—represented by a scene in the dormitory, when one is receiving a lavish bouquet from the other.
2. Dates with men—represent a dance scene.
3. Chafing dish parties—girls in kimonoes around a chafing dish.

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4. Glee Club—a rehearsal, which gives a good chance to introduce lively college songs.
5. Dramatics—a play in the making.
6. Athletics—rowing, tennis, golf, hockey, etc.

And things not dreamed of.

CHAMBER OF HORRORS

1. Terrors of examinations.
2. Flunk notes.
3. Reprimands.

These can be represented as fearful freaks in dark places.

VARIATION—This could be handled as a series of living pictures, or a series of sketches for stage production.

The Community News

In a alrge group party, a newspaper prepared by sub-groups will furnish a good time for all present, if these points are followed:

. Put a lively person in charge of each small group. He may be a committee member but in any case should have been prepared in advance for the part he is to play.

The person from each small group reading his group's section of the newspaper must read slowly and distinctly in order to entertain, rather than bore the members of the other sub-divisions.

As guests arrive each should receive card bearing the name of the department with which he is to identify himself, viz.—Editorials, Society, Literary Criticism, Art Criticism, Advertisements, Features, Story Section, Comic Section, and any others that suggest themselves. Arrange slips in series in order to have equal numbers working on each section. These departments can be indicated by placards in the various sections of the room.

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As each person goes to his section he will be greeted by the leader of his group, who has perhaps collected some ideas in advance.

When it seems that practically all guests are assembled the chosen speaker for each group reads the contribution of his group. If possible, all small groups should be drawn together and seated.

The local situation determines the nature of the items. Good natured jokes upon individuals will serve to hold the attention of the entire group.

A Mock In-Door Field Meet

Divide group into as many sections as desired. Each group represents a college, and if possible should stand under its banner. If the affair has been planned in advance, each group can give its particular college yells and songs.

Each group should have a leader who enters the events upon a huge sheet of paper. Over all the groups there is a manager who stalks about the field with an air of great importance and announces each event through a megaphone. Each team may enter one or more contestants in each event.

Events—

Cracker Race—the winner is the first to eat five.

Yard Race—which consists of eating a yard of marshmallows.

Inside Dash—which consists of drinking a glasstful of water through a straw.

A Conversational Race—to determine which can talk the longest without laughing.

A Blind-folded Obstacle Race—In this a number of objects, such as stools, books and candlesticks are arranged in lines. There should be as many lines as contestants. After each has seen the obstacles, he is blind-folded and led to another part of the room. Each is then led

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back to the spot at the head of his line of obstacles. These, however have been removed, so that when the race starts and each tries to hurry over them be becomes a source of amusement to others, and when the bandage has been removed, to himself.

For other events, see Competitions.

FEW PARTICIPATING

Dr. Quack and Miss Little Girl

Dr. Quack, advertising himself as one that can make the fat, thin; the thin, fat; the tall, short; and the short, tall.

Miss Little Girl, an ordinary person, appearing extraordinary. She walks beneath a raised umbrella, over which a sheet is draped so as to conceal all but her feet. The sheet is gathered around the rod at the top of the umbrella. Over the rod, is a head made of a cloth stuffed with rags. This appears more real if topped with a hat.

One way to start the performance is for Dr. Quack to appear and tell all the wonders of his marvelous cure.

Miss Little Girl enters. Dr. Quack stands on a chair and by pouring one teaspoonful of his potent medicine, produces the desired change. Obviously, the grotesque results are brought about by Miss Little Girl herself, who raises or lowers the umbrella.

Miss Popular

Good for any group; popular with college groups.

Miss Popular, attractive girl, sits reading. The door bell rings and the maid ushers in a caller. In

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pantomime, he proposes, but when she is about to answer, the bell rings again and her answer is to stand him against the wall, putting an overcoat over him. When caller Number 2 arrives she hangs his hat on one of the extended arms of the newly made hat-rack. In similar fashion Number 2 is disposed of to make room for Number 3, except that he is transformed into a chair by having a cover thrown over him. When Number 4 arrives, Number 3 is put under the same cover with Number 2, forming a couch. Number 4 sits on the couch, which tumbles against the hat-rack and causes a complete collapse.

Draw curtain quickly.

Many other pieces of furniture can be made—a tea table, an arm chair, etc.

It adds fun to have the callers represent men of very different types—a Doctor, a very young man, a grave and serious lawyer, the college man, etc.

A Hobo Fight

This should be done in dim light.

Drape two broom-sticks with coats and hats representing hoboes. The person who is to direct the fight lies on the floor, resting the elbows, which are stretched sideways, on the floor, and holding the broom-sticks in such manner as to control the dummy figures. The dummies can be made to perform all sorts of antics.

Operatic Advertisements

To the accompaniment of an operatic selection, with exaggerated dramatic action, read off any advertisement from recent magazine. A clever reader can produce no end of fun.

Dance of the Goups

Fasten a coat or sweater securely around the waist. Run a stick or broom handle through sleeves to represent extended arms. Fasten a white petticoat

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or pillow case far enough below the waist to look like a shirt front. The other part held over the upper part of the body, makes a large, grotesque, triangular shaped head. Tie a large necktie at the waist. These figures do any kind of dance agreed upon.

Variation: They recite some senseless, lisping verse.

A Yankee Doodle Kitchen

Curtain rising shows a number of women in old-fashioned dress, some washing at the tub, others ironing, still others, scrubbing the floor, sweeping, and dusting. They are working to the tune of Yankee Doodle, at first slowly, and as the music grows faster, increasing their speed until they reach the limit.

Silent Orchestra

The orchestra may appear in one of two ways:

1. With each carrying a musical instrument, or

2. With each wearing a placard naming his instrument.

To start the performance, the leader, dressed for the part, throws himself into a seige of vigorous directing.

Orchestra responds with no sound, but much action.

Wordless Solo

As music plays, the soloist sings the words under her breath. A highly dramatic song is best.

Greenpath Shadowalker

(Instead of Redpath Chautauqua.)

Nothing offers wider variety for entertainment than the Shadow Picture.

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EQUIPMENT AND STAGING—The room is fitted up like a theater. One or more sheets take the place of the stage curtain. Lights are arranged at the back of stage, so that the actors' shadows are cast on the sheet-screen, when all other lights in the room are turned out. Use wigs, moustaches, masks, etc., as make-up.

Shadow Picture Possibilities

1. Comic section characters of newspapers.
2. "Among Us Mortals"—given with a local flavor.
3. Take-off on local characters, or a faculty take-off.
4. For special occasions and celebrations, such as Washington's Birthday, Lincoln's Birthday, St. Patrick's Day, historical sketches can be enacted.
5. Popular or Folk-songs can be acted as the music is played.
6. Mother Goose Rhymes.
7. A procession of persons whom the audience tries to identify.
8. Act out the story of any dramatic or nonsense poem. For example, to tune of Clementine.

CLEMENTINE

In a cavern in a canon,
Excavating for a mine,
Dwelt a miner, forty-niner,
And his daughter, Clementine.

Chorus—
Oh, my darling, oh, my darling,
Oh, my darling, Clementine.
You are lost and gone forever,
Dreffful sorry, Clementine.

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Light she was, and like a fairy,
And her shoes were number nine,
Herring boxes, without topses
Sandals were for Clementine.

Drove she ducklings to the water
Every morning just at nine,
Hit her foot against a splinter,
Fell into the foaming brine.

Ruby lips above the water,
Blowing bubbles, soft and fine,
Alas, for me, I was no swimmer,
So I lost my Clementine.

In a church yard, near the canon
Where the myrtle doth entwine,
There grow rosies and other posies,
Fertilized by Clementine.

Then the miner, forty-niner,
Soon began to peak and pine,
Thought he oughter find his daughter,
Find his daughter, Clementine.

In my dreams she still doth haunt me,
Wrapped in garments, soaked in brine,
Now she's dead, I draw the line.
Though in life I used to hug her,

The ridiculous possibilities of these verses are apparent.

Young Lochinvar, Lord Ullen's Daughter and The Ballad of the Oyster Man by Holmes offer good possibilities.

Additional Shadow Picture Ideas

Wash Day, a girl rubbing vigorously, holding up a doll dress. Similarly every week-day could be staged.

Every Day Affairs—a child being run over by an automobile. Use an express wagon for an automobile.

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Breakfast—representing a man with his head hidden by a newspaper.

Street Car Scene—with man stumbling over a lady, arousing her ire. A strap-hanging scene.

Surgical Operation—Surgeon waves paste-board arms and legs around, after sawing them off.

A Swell Affair—A young man with a swollen jaw.

Living Pictures

Same subjects can be used in these as are suggested under Shadow Pictures. However, curtains are arranged to pull back and reveal a large frame, in which the living picture is formed. The curtain is drawn each time.

Various stages in the development of a club, a school, a college, might be represented.

Similar Twins

Place a large frame on stage in a spot not too well lighted. As the curtain is drawn back, a girl stands in front of the frame putting on her hat and coat, or doing anything that suggests itself to her. On the other side of the frame stands another girl, dressed the same, and doing the identical things at the same time. When they have finished, the second girl steps through the frame.

If cleverly done this stunt tricks the audience into believing the frame is in reality a mirror.

The Tragedy of Squirrel Bait Kingdom

Enter two musicians. Musical instruments are combs with tissue paper coverings.

Enter four girls (red hair if possible). "We are the footlights."

Enter two girls taking places back of footlights. "We are the curtain." They stoop over and rise slowly, saying, "The curtain is up."

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Enter two girls, back of curtain. "We are the scenes." (They might carry branches.)

Enter four girls, back of scenes; "We are the background. They turn backs to the audience and take positions in the rear of the stage.

Enter three girls, taking positions center stage; "We are the thrones."

Enter the King, seating himself on one of the thrones; "I am the King He's a Nut."

Enter the Queen, seating herself; "I am the Queen She's a Nut, wife of King He's a Nut, monarch of Squirrel Bait Kingdom."

Enter Princess; "I am Princess Hazelnut, the daughter of Queen She's a Nut and King He's a Nut, monarch of Squirrel Bait Kingdom."

Enter Villain; "I am the villain, Cocoanut. King He's a Nut, may I marry your daughter, Princess Hazelnut?"

King; "No."

Villain; "Most beautiful Queen She's a Nut, will you grant me permission to marry your daughter?"

Queen; "Indeed not."

Villain ferociously strikes King and Queen with a paper sword as he speaks; "Then die." He rushes off the stage with the princess in his arms.

Variation—

All characters appear as outlined above until time for the "Nut family" to enter. Then, a person taking the part of stage manager calls certain persons from the audience to come forward. When all have responded, the manager says: "The name of this play is 'The Gathering of the Nuts.'"

This should be done only when there is no chance of embarrassing those asked to take part.

Variation—

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The same idea can be used as follows: Let one person suggest spontaneously that he has a good stunt he can put on if others in the group will assist. One by one he calls them forth and places them on the stage, at the same time announcing the part of each and helping him pose. If possible, properties should be used—some are always available. For exmaple, a slouch hat and a handkerchief tied over the lower part of the face will suggest a villain; Venus could be represented holding a mirror. A large hat with a veil will give color to a vampire. After ten or twelve persons have been called to the stage the manager announces as above that the name of the production is "The Gathering of the Nuts."

Surgical Operation

Represent two surgeons disputing over a body before them on the operating table. After an interesting conversation in which they continue to disagree, one of them plunges his knife into the victim and draws forth a string of Frankfurters, a whole loaf of bread and numerous other impossible things. The surgical instruments should be butcher knives, large scissors, saws, gimlets, etc. A funnel will serve to hold over the nose in giving the anaesthetic. All things which are to be removed from the patient can be put in a pillow case under the sheet which covers the patient.

Variation—

Instead of an ordinary operation let it be one upon the brain. In the case of a student who has had difficulty with his regular studies, the surgeon might remove *thoughts of girls, hours spent at movies,* etc. These can be represented by strips or rolls of paper, labeled to represent the thing for which it stands.

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Beatrice Fairfax—Her Column

Scene—Office in which Beatrice Fairfax, who gives advice on all human affairs, especially on questions of love, is represented as opening letters. Each signer of a letter proves to be a person known to the group. As Miss Fairfax reads, she states what her answer will be to each. In the hands of a clever person, this has splendid possibilities.

The Three Disgraces

Instead of the Three Graces. For example, in a camp they could represent Laziness, Gluttony, Grouchiness.

Alphabet Plays

These can be worked up in advance or with only a few minutes notice.

Frame up a highly melodramatic plot. Instead of regular lines, speeches of the characters consist of combinations of the letters of the alphabet—S. O. S., Y. M. C. A., W. C. T. U., B. A., M. A.

The following sketch may prove suggestive:
Characters—
The heroine,
Her scolding mother,
The gallant lover, of whom the mother disapproves.
The villain and his accomplice,
A Spanish Dancer.

Scene 1—represents a weeping daughter and her scolding mother. The mother is positively forbidding the daughter to see her devoted lover.

Scene 2—represents clandestine meeting of the girl and her lover, in which the latter finally persuades the girl to elope. They agree upon a sign and a call, in connection with their appointment for a meeting. The sign is to be three upraised fingers,

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and the call, "Coo-coo." The villain is a witness to the secret arrangement and makes a vow that he will thwart their plans and kidnap the girl himself.

Scene 3—Gambling house, with the villain and his accomplics at a table. Much by-play between the villain and a gorgeously dressed Spanish dancer. The girl shows very evident signs of being deeply in love with him. In the course of the conversation with his accomplices, the villain lays a plot for the capture of the heroine.

Such combinations as W. C. T. U., Y. M. C. A., might be worked in here.

Scene 4—The heroine in the woods alone. The villain's accomplices, who are concealed, give the "Coo-coo," and as the maiden starts in the direction of the voice, one of the men rushes in and starts to carry her off. He is interrupted by the villain, who is trying to appear as a hero in his loved one's eyes. (The heroine might cry "S. O. S." at this point.) The success of the villain is cut off by the arrival of the true lover. After an exciting conflict, the villain is left prostrate on the ground. The Spanish dancer, who has followed him from the gambling house throws herself at his feet.

Scene 5—Shows the home-coming of the hero and heroine, who obtain the blessing of the formerly unsympathetic "M. A."

A Mock Trial

Can be used in any sort of group. The chief source of fun is in selecting characters and framing up situations that apply locally.

Setting—Court room with a high desk for the judge and a table for the attorneys. The clients sit near their respective attorneys. The judge, dressed in a long black gown, holds a gavel in his hand.

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Characters—
Judge Wise-Boy,
Attorney for the state—Mr. Natural Gas,
Attorney for defense—Mr. Wag-His-Tongue,
Defendant—Mr. Slippery Elm,
The Jury,
Clerk.

PROCEEDINGS—The court opens by a statement from the judge something to this effect: "The State of Ohio against Mr. Slippery Elm." The clerk then reads the indictment. It is a good plan to copy the correct legal form. The crime in this particular case might be such a thing as eating all the gravy at the last church social, or stealing somebody's pie.

After indictment is read, prisoner pleads either guilty or not guilty. The latter gives wider possibility for fun. Next, the prosecuting attorney rises and states what he expects to prove against the prisoner. Then he calls out his witnesses. After he has completed his examination of each, the other attorney is given the opportunity for cross-examination.

The attorney for the defense outlines his views of the case, tells what he expects to prove, and calls his witnesses.

When all witnesses have been examined, the attorneys make short speeches, and the judge gives his instructions to the jury.

Jury should not take much time before rendering its decision.

SUGGESTED PENALTIES FOR THE ONE FOUND GUILTY—

To make a speech on any subject assigned by the judge.
To yawn until he makes someone else yawn.
To crawl under the table on all fours and bark like a dog.
To propose his own health in a complimentary speech.

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Dramatic Medley

The dramatic medley is a "take-off" on a combination of the plays for the year. For one group of students entertaining another, this presents unusual possibilities. However, it takes a clever hand to whip the material into shape.

Kitchen Orchestra

Characters don cook's gard, adding a sprinkling of flour, or they may be neatly dressed in blue dresses with white aprons and caps.

To every instrument a kazoo is attached. A real tune can be played on the kazoos, which can be purchased at any ten-cent store.

INSTRUMENTS—STRING—

Celio—A boiler lid answers for the body. Under this and extending beyond both ends, is a broom handle. To the upper and longer section of the handle tin spoons are fastened to represent keys (pegs). The bow is made of twine, stretched across a yard stick that has been hollowed out at one side. (The handle of the boiler lid acts as a bridge, over which the strings are stretched.)

Violin—Metal corn-popper with strings drawn over small wooden piece resembling a bridge, gives the suggestion of a violin. The bow is fashioned like that of a cello.

Harp—Use small wash-board. Saw off one leg, half-way in its length. Across the ends of the legs and extending beyond one, secure a wooden strip. To the projecting end, fasten a kazoo. Stretch strings lengthwise of the wash-board from the head to the attached strip.

WIND INSTRUMENTS—

Wind instruments are made with funnels and rubber hose.

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Trombone—To one end of wooden piece about 2 ft. long, attach funnel; to the other, a kazoo. Beneath wooden section near the mouthpiece, fasten one end of a collapsible peg hat rack. This can be pulled back and forth with telling effect.

French Horn—A coil of rubber hose, a funnel and a kazoo.

Clarinet—Use a stick as the body. To this fasten small tin spoons by the handles. The bowls easily suggest keys.

Cornet—Simple combination of funnel, rubber hose and kazoo.

Bass Drum—Small tub, with paper stretched over open side. This could bear the band's name, such as the "Simply Awful Tinpany Orchestra." A wooden potato masher is a good drum stick.

Tenor Drum—A small dish-pan with kitchen spoons.

Drum Major—In white Norfolk suit, uses inverted tin-cups, with handles turned toward the neck, as epaulets. His head-piece consists of a bucket with a feather duster on top.

Circus

Stringling and Sorepaugh Brothers.

SETTING—If possible, have sawdust ring in the middle of which a tent pole is erected. Run lines of banners and pennants out from the pole, secure several gasoline torches for lighting and you will have created a good circus atmosphere.

Band or orchestra should be dressed for the occasion, especially the leader. Combs with tissue paper stretched over them; kazoos and oboes, both of which can be bought at a Ten Cent store or music house, may be used to furnish the music.

The ringamster adds color as he snaps his whip in directing the performers in the ring.

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The Main Show

THE PERFORMERS—

Tumblers—Most groups have a few members who could perform in this line.

Jugglers—If the group does not afford one person who can really juggle, this can be made a clown stunt.

Bare-back Riders—Daintily dressed circus beauties ride on the backs of two persons, who move along on all-fours. Riders stand on horses, fearlessly jump to the ground, by a spring mount again, waft kisses to the audience, jump through hoops and so on. A large wagon wheel rim makes an appropriate hoop.

Chariot Races—Two horses and driver constitute a team. Horses are blindfolded and faced in the same direction, with their inside arms tied together. When the signal for starting is given, each driver tries to get his team to the goal first.

TRAINED ANIMALS—

A Giraffe can be made by two persons. The taller one stands erect with arms stretched and clasped above his head. The shorter one takes shoulder-hold on his partner, and stretches back as far as possible, lowering his head. Over these figures drape sheets, or, still better, something suggesting the animal's color. Fasten some sort of head to the hands of the erect player, and the effect will be one to cause anyone to smile.

Chickens can be represented with feather duster tails.

Seals, monkeys and almost all animals seen in a circus can be worked out.

Horse Race—Two low carpenter's trestles can be transformed into remarkable horses. Nail stick in front for a neck. Over the end of this fasten a stuffed head of some variety. A stuffed stocking

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makes a suitable tail. Trimmings and trappings can be added. The riders, astride these horses, race to a definite goal, or the animals, if represented to be highly trained and spirited steeds, can be made to perform all sorts of tricks.

Tight Rope Walking—Girl dressed in fluffy clothes balances herself on wide plank stretched between two chairs. Carries parasol or fan and affects all of the movements of a real tight rope walker.

The same thing can be performed on a rope stretched right along the ground.

The Side Shows

"Barkers" with tickets are important features.

Zaza, the Bearded Lady, whose classic physiognomy was ruined by an overdose of Herpicide. To produce the beard, a girl can pull her hair over the lower part of her face.

Fairy, the Incubator Baby, who weighs two hundred pounds. She consumes fiv egallons of mily daily.

Hiki, the Snake Charmer, direct from the wilds of Africa. She eats them alive. Rubber hose answers well for snakes.

Mr. and Mrs. Skyscraper, the world's most famous tall family. Can be represented by any persons walking on stilts.

Hercules, the strong man. Should show his muscles, and lift articles which are almost without weight, as if they weighed a ton or more. For variety he might use his teeth.

Mr. and Mrs. Sphere and daughter, Spheroid, the fat family. A few pillows will produce the effect.

The Wild West After Show

Before the end of the main performance, ticket sellers go among audience, announcing the Wild West Exhibition that is to follow.

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Gives opportunity to introduce Indians, cowboys, cowgirls. An express wagon might represent a stage coach. This could be attacked by Indians and finally saved by the cowboys.

Throughout the performance clowns should figure.

Audience

Audience should consist of many types. The dude, the vampire, the shy country lass, the Pumpkin Seed family, with their straw and hay-seed flavoring--all have a place. Boys running through the group shouting, "Peanuts, pop-corn. cracker-jack. ice cream, etc.," help in creating the atmosphere.

The Dime Museum

Presents all sorts of possibilities that can be given special application to a school or club group. Possible freaks are—Blackheart, the pirate; the Blarney Stone; the Sphinx; the Whale that swallowed Jonah, etc.

The Motion Picture

Take-off of a typical sensational "movie" or, still better, one with local application, is always a source of amusement. All actions are, of course, in pantomime and all explanations on placards.

This can be worked by having motion picture photographer on hand with his machine as the players are acting.

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COMPETITIVE AND NON-COMPETITIVE GAMES FOR SMALL GROUPS

Practically every game described in this classification can be used satisfactorily in the very large party where subdivisions are made and an assistant leader is put in charge of each small group.

Competitive Games

EVENTS

Eskimo Race

The performers with clenched hands resting on knuckles, stiffen their elbows and knees and stand with hands and feet on the floor.

In this position a race is run, or "hitched."

—*Bancroft.*

Horse Race

A girl from each team holds one end of a long piece of tape. At a signal one man from each team starts cutting the tape lengthwise. The first to finish without cutting it the narrow way is the winner.

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Race of the Four Winds

Cut 20 ft. lengths of hard-twisted twine. Fasten these in parallel lines, about shoulder-high in the room. Over the end of each, slip a card four inches square. At a given signal one representative from each team takes his place by the card and begins blowing to see whose card will first reach the other end. This can be made a relay by placing members from the respective teams at both ends of each string and having them in turn blow it back and forth until all have had a turn.

High Jump

Either running or standing. Contestants, with hands tied behind their backs, jump for suspended doughnuts. One bite wins.

Tug of War

Two start chewing at ends of ~~a~~ string ~~to~~ see which will get the piece of candy in the middle. If more than two enter, ~~arrange~~ race by starting each to chew on a separate string at ~~the~~ end of which is a piece of candy.

Shot Put

Using a balloon as a shot, see how far it can be thrown. Or toss beans into a jug. Blown-up paper sacks can be used.

Drinking Race

Each contestant empties a glassful of water into a pan, through the use of a teaspoon. No spilling allowed. Instead of emptying it into a pan, each can be required to drink the water.

Five-Yard Dash

Each contestant pushes a peanut kernel along the surface of a yard stick until he has covered five yards. This can be done by using five peanuts, one at a time.

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Grasshopper Race

Holding one foot in his hand, each contestant hops to a given line.

Newspaper Relay

Each player is given two newspapers. Players from each team line up. At a signal, the first player from each line runs forward to the goal. Each must make his return trip home by stepping on the paper. If his feet touch the floor his team loses.

Human Croquet

(Suitable for a gymnasium or camp.)

Girls or boys standing astride take ~~their~~ positions in ~~the~~ field to correspond to those of wickets in the game of croquet. Two others, standing erect, represent the posts. Two persons take ~~the~~ part of ~~the~~ balls. They start at opposite ends of ~~the~~ field, rolling or crawling through ~~the~~ arches to see which will reach ~~his own~~ goal first. This can be done as a relay, in which case it would seem wise to place two middle wickets.

Clothes Pin Race

Stretch a line. Give each player ten pins. See who can put them on the line first.

Blackboard Relay

(1.) The first member of each team writes a number on the board. ~~Each~~ succeeding player must put down a number in his team's column and ~~then~~ either add or subtract from the preceding number. The last person must get 30 as a result.

(2.) Draw a man's picture, ~~one~~ section at a time; head, neck, arms, body, etc., according to ~~the~~ number of players. To complete the picture such articles as a hat, a cane, etc. can be added.

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Shoes Off—Shoes On

Players run to a fixed goal, remove shoes, pile in a heap, return to starting line, then back again to the goal where each puts on his own shoes and runs back to the starting line. Each time a player picks up the shoe of another from the pile he throws it. This increases the difficulty and adds to the interest of the contest.

Eat a Cracker Relay

Arrange opposing teams in lines that face. Give each player a cracker. At a signal the leaders in each line start to eat. When each has finished he whistles the chorus of "Dixie." Next, numbers 2 do the same thing and so on until the last one in one of the lines has finished.

Passing Objects Down the Line

At the head of two lines that stand facing, two baskets are placed. These are filled with objects of all sizes and shapes, the only requirement being that the contents of the two are the same. At the foot of each line stands an empty basket. At a signal from the leader, the first person in each line passes the objects, one by one to his neighbor, who receives and passes them to his neighbor with his right hand. This continues until they reach the last who drops them into the basket.

Any player who drops an article must pick it up and pass it on in the regular manner.

Opera Glass Race

Draw parallel lines to correspond to the number of contestants. Each tries to run to the end of his line while looking through the large end of opera glasses. Both feet must be kept on the line. If one foot goes off the player must start from the point at which it left the line.

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Whistling Contest

(A Relay..) Divide the groups into pairs, sending one from each pair to one side of the room and one to the other. Number the players in the lines, beginning to count from the same end for both lines. Pass out envelopes containing names of familiar tunes to the even numbers in one line and to the odd numbers in the other line. Those not holding envelopes are supplied with pencils and slips of paper. At a signal each player holding an envelope opens it, learns the name of his tune, then runs across and tries to whistle it to his partner. As soon as the partner recognizes the tune he writes it on his card, runs and places the card in the hands of his group captain, then goes back to his old place in the line. That side wins whose captain first holds the complete list of songs.

Another form of this contest. Arrange the players as suggested above. In the hands of each person in one line, place an envelope containing the name of a familiar tune. The first one to whistle the tune to his partner and return to his starting line bearing the card naming the tune correctly, wins.

Thread the Needle

Give each person in the group a needle and thread. At a signal each tries to thread his needle. This can be done in teams by keeping track of the players in the order that they finish.

Observation Race

Contestants, blindfolded, stand with their faces to a wall. Back of them, along a track, over which they are to run, hats, handkerchiefs, books, etc., are placed. At a signal from the starter the players tear the bandages from their eyes, and race down the track, taking care to mentally note all objects along the line. At the finish all stand with backs to the

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course until they have made reports to the judges. The winner is he who reports correctly upon the greatest number of articles in the order that he passed them. This can be played in teams.

Nail Driving

This contest is an old one, but always proves to be fun. Each contestant is given a board, a small hammer and a fixed number of nails. At a signal from the starter all begin to drive the nails to see who can finish first.

To do this by teams, give each player ten nails, but give only one hammer to each line. Allow each player 30 seconds, when, upon signal, he must pass the hammer to his neighbor on his team. When the time is up, count nails to decide the winning team.

Suit Case Race

Each player has an umbrella and a suit case. In each suit case is a hat, jacket, gloves, etc. At a signal, players run to a fixed goal, open their suit cases, put on the clothes, and, after closing the suit cases and raising the umbrellas, return to the starting point.

A similar race is that in which men run to goal, remove ties, collars, vests and coats, then return home, go back again to goal and after putting on all articles, run to the starting line.

Derby Jig

Players line up on the starting line. A line is drawn for goal. The leader commands, "Stoop, with hands clasped under knees.. Go!" All race to goal. The first to return to standing position on the starting line wins.

This can be used as a relay.

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Weaver's Relay

Divide the players into equal sub-groups of about 12 each. These form in separate circles. At a signal one player from each circle weaves in and out under the arms of the others in his group. When he returns to place the next player on his right starts, and so on until all have had a turn. The circle which finishes first wins.

Drive the Pig to Market

Players are divided into teams of equal numbers. Each team lines up single file, facing in the same direction. At the opposite end of the room and directly in front of each file, a chair is placed. A block or Indian club is placed on the floor in front of each file, right at the starting line. The first player in each team starts the race by kicking the club with the side of the foot, down the room, around the chair and back to the starting line. As soon as a club has crossed the starting line the second player repeats the play. This continues until every person has had his turn. Each player upon returning to the starting line takes his position in the rear of his file.

Instead of kicking the "pig," it may be pushed with a broom, a wand, or a dumb-bell.

Bowling

Teams line up at opposite ends of the room and stand facing. At points along a middle line, between the two teams, several Indian clubs are placed. At a signal from the starter, number 1 from one side attempts to bowl over the clubs. He may do this with an ordinary baseball. Number 1 of the opposite team picks up the ball or balls and makes the next attempt, then number 2 of the first team, number 2 of the second team, and so on, until every one has had a turn. The scores of the respective teams are

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added to determine the winning side. If each player sets up his own clubs, then runs to the end of the line, the contest runs along more smoothly.

Circle Toss Relay

Each team forms a circle. In the center of each circle stands one player. At a signal each center player tosses a bean-bag or a ball to one person in his circle, and that player tosses it back to center, who tosses it to the next in the outside ring. This continues until the ball has passed through the hands of every player in the circle and is returned to center. Any player who drops the ball must pick it up himself and put it into play. The circle which first finishes is the winner.

Feather Blow

This is played like Balloon Volley Ball, with the exception that a feather is blown into the air. It may be played at a table. For a long line of players, several feathers should be used.

Charades

An old game that can always be given a new flavor. The group is divided into two or more teams. Each group in turn selects a word which it then acts out in pantomime. Before acting out the word, the team leader should make some such an announcement as follows: "We have taken a common noun of two syllables. The word will be shown in three distinct acts, the first representing the first syllable, the second the last syllable, and the third the entire word." The possibilities of the game will be lost unless the word is acted out by staging a separate act for each division and a final one for the entire word.

Ingratiate. In-gray-she-ate.
Buggy-top. Buggy-top.
Intermission. Inter-mission.

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Kingdom. King-dumb.
Independence. Inn-deep-end-dense.
Hypnotize. Hip-no-ties.
Ice Cream. I-scream.
Handicap. Hand-i-cap.
Book-binder. Book-bind-her.
Planet. Plan-et.
Foreman. Fore-man.
Wonderful. Wonder-full.
Pilgrimage. Pill-grim-age.
Melancholy. Melon-collie.
Phantom. Fan-tom.
Parent. Pay-rent.
Snowball. Snow-ball.
Feline. Fee-line.
Alternate. All-turn-eight.

Alphabet Relay

Prepare two complete sets of the alphabet on cards about four inches square. These should be in two colors. A set of cards is distributed to each team. The teams, drawn up in two lines, stand facing. At one end, between the head players, stand the leader and the scorer. The goal line is placed at the opposite end, between the two players who are at the foot of the line. When the leader calls out a word, the players from each side, holding the letters contained in the word, run to the goal line and arrange themselves in the proper order with the other members of their group so that the leader can read the word. The word must be spelled out as in print, with the letters running from left to right. It is well to mark a dividing line at the center of each parallel line and have the holders of the letters used in spelling the word called run to the goal on the side nearer it.

The leader should select short, simple words at first, pronouncing them distinctly, and spelling them out. Avoid words in which the same letter is repeat-

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ed. However, with a group accustomed to playing the game, such words increase the difficulty and add to the interest. Words with letters that occur more than once are spelled by having the person who holds the letter step in place where it first occurs and then where it next occurs. To make the contest even, arrange the letters in their natural sequence. If fewer than fifty-two players are to be had, either take out some of the letters which occur least often, or put more than one into the hands of some.

This is one of the best games for a mixed group of all ages.

Snatch the Handkerchief

The leader suggests, "Every person take a partner of about his own size and agility." Then he commands, "Line up by couples, first couple facing me." This done, he directs both lines to step back to the sides of the room, in such manner that members of the same pair stand diagonally, instead of directly opposite. Players in each line then number consecutively, so that the numbers of both persons constituting a couple are the same:

1	2	3	4	5	6
6	5	4	3	2	1

The lines should be twenty feet or more apart. Equidistant between the two lines an Indian club is set up, and a handkerchief is spread over the top. The leader calls a number and the two persons having the number try to get the handkerchief and return to place without being tagged, one by the other. Neither may be tagged until he has had the handkerchief in his hand or after tagging his opponent. Twenty points may be considered the game. A handkerchief placed on a stick, a bottle or even on the ground, will prove satisfactory. The leader should call "time" on those who hesitate too long before snatching the handkerchief. This is undoubtedly one of the most successful competitive games.

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Target Roll

Make a target on the floor. Players, drawn up in two lines, stand on a line fifteen or twenty feet from the target and roll a small ball for score. Instead of rolling a ball, a bean bag may be tossed. After each player has had his turn he goes to the foot of his line, ready to begin again. (See Bowling for the line-up and order of play.)

Dodge Ball

(for from fifteen to about thirty players.) Players form a circle, with one standing in center. Those forming the circle step back so as to make a reasonably large space inside to enable the center player to dodge a volley-ball or basket-ball. To begin the game, the ball is thrown by any player at the one in the center, who, if hit, immediately gives place to the one who hit him.

For larger numbers, divide the players into teams. Team 1 then takes position just outside a circle which should be about thirty feet in diameter. Team 2 scatters about inside the circle, attempting to dodge the ball thrown by opposite team after the leader has given the signal to put the ball in play. As soon as a player is hit he drops out. Should more than one player be hit by the ball as a result of one throw, only the first drops out. The outside players may recover the ball by running inside the circle as well as out, but no throw can be made except from the circle. To speed up the game, the outside player who recovers the ball should toss it to a member of his team, who then throws at an inside player. That team which remains longest in the center wins.

Zig-Zag Relay

Teams, chosen so as to represent about equal ability, line up facing, about fifteen feet apart. Beginning at the same end, teams number separately by twos. Next, all numbers 1, from one line ex-

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change places with numbers 1 from the other line. The head of each line holds a ball. Upon signal from the leader each passes it to the next member of his own team who stands on the opposite side. The ball progresses thus in zig-zag fashion until it reaches the end of the line. That team which wins two races out of three, or three out of five, according to agreement, is pronounced the winner. A ball dropped must be picked up by the player responsible and put in play at that point.

Spell Down

Two teams, A and B, sit facing each other, a few feet apart. The player at the head of line A begins by spelling a word, for example, "cat." The first player in line B must spell a word beginning with the last letter of the word, for example, "tar." The next player in line A must use the letter "r" to begin his word, and so on to the end of both lines. A player who misspells a word, repeats one that has been used, or hesitates longer than ten seconds before starting, is dropped from the game. Then the next player on the opposite team spells a word beginning with the letter the former player failed to use successfully. The team whose players are last eliminated, wins the game; or the team whose average on staying in is highest wins. This average can be obtained by recording the order in which each player drops out, adding them by teams, and then dividing by the number on each team.

Lightning Vocabulary

Select a time-keeper, a score-keeper, and two teams, A and B. One of the players from A team leaves the room. B team decides upon one letter of the alphabet. The A player is then called back. At a signal from the time-keeper, the letter is told him, and as rapidly as possible he pronounces English

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words beginning with that letter. "Time" is called at the end of one miunte, and the scorer announces the number of points. Each word can be made to count one point. Next, a player from B team is put to the test, and so on, alternately until every player has had his turn. The team having the highest score wins. This is a splendid game, but it will not prove fun unless letters like X and Z are ruled out.

A VARIATION—A simpler way to play this, and one better suited to a mixed group in which any player is likely to become self-conscious, is the following:

Supply each player with pencil and paper. The leader announces a letter, and the players are given one minute, or longer, in which to write down words. Letters may be selected, or the entire alphabet can be used. The papers should be collected immediately at the close of the contest and the totals of the teams announced.

Another possibility is to limit the words chosen to nouns including one class, for example—trees, birds, animals, names of cities, historical characters, etc.

Who's Who?

Divide the group into two teams, having a leader for each side. Each side has a large blanket. The leaders select one person from their respective sides, and the two chosen ones, holding the blanket in front of them so as to conceal them from their opponent, advance toward each other. Both twist and turn in order to get a glimpse of their opponent, without allowing the opponent to see them.

In a group where the players know one another, this could be run as a contest by having the players from each team advance in a space from which the whole group can not be seen. The player with the blanket who first discovered the identity of his opponent would then score one point for his side.

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Card Flip

Players are arranged in two teams, A and B. Each team is seated so as to form a half circle which is completed by the opposing team. In the center of the circle thus formed, a bowl or waste basket is placed. Each team is provided with a pack of cards which are distributed in sets of six, to each player. To start the play, number 1 of A team, tries to throw his cards, one at a time, into the bowl. Next, number 1 from B team, then number 2 of A team, alternately until every one has taken a turn. Then the cards of the two teams, which should be distinguishable because of different colors, are counted. If it seems desirable to play more than one round, on the second round, two cards may be tossed at a time, and at the third, all six. The points scored in the total number of rounds indicate the winning team.

In like manner a basket-ball, volley-ball, small ball, bean bag, or any article can be tossed into a basket of reasonable size.

In a large group, several circles, each composed of about twenty players, could be used. In such a case the members of each circle could be considered one team.

Balloon Volley Ball

Teams are seated in two rows, ~~about~~ five feet apart. ~~A~~ string stretched parallel to ~~the~~ chairs divides ~~the~~ intervening space into two equal parts. To start ~~the~~ play, a toy balloon, or a sack blown up, is tossed up by ~~the~~ leader. ~~The~~ players, remaining seated, attempt to knock ~~the~~ balloon across ~~the~~ tape. ~~The~~ back of ~~the~~ right hand only ~~may be~~ used. Whenever ~~the~~ baloon touches ~~the~~ floor the team on the other side of the tape scores one point, regardless of what player is responsible. ~~The side against which the~~ point is scored is permitted to put ~~the~~ balloon in play. From fifteen to twenty points make a good game.

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Rhymes, Slang, Proverbs and Words

Four different contests requiring written answer:

1. The leader, after supplying each player with a pencil and paper, pronounces one word, such as "sing." The players write down as many words that rhyme with "sing" as possible before the next word is pronounced. Ten words, with a minute's time allowed for each is a good number.

2. The leader announces that five or ten minutes will be given for the players to write down as many slang words and expressions as they have in store.

3. This is the same as 2, except that proverbs should be written instead of slang.

4. The leader spells a very long word, out of which the players are to form as many smaller words as possible.

In these contests, the winner is he whose score is the highest. These can be worked in teams.

Center Club Bowl for Teams

An Indian club is set up in the center of each circle. When the leader gives the signal one person from each team attempts to bowl the club over by using a small ball. The ball is then passed to the second player, who takes his turn. This continues until every one has had three turns. Scores are kept and the circle having the highest score is pronounced the winner.

Races

Races of all kinds, including hopping, skipping, stiff-legged, obstacle, walking, wheel-barrow, three-legged and running races can be used, either as ordinary races or relays.

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I See, I Taste, I Feel, I Hear, I Smell

Test I. Give each player a few seconds to observe articles on a table.

Test II. Let each taste a number of things.

Test III. Let each reach into a bag and feel objects.

Test IV. Count words while someone reads a paragraph.

Test V. Smell various substances.

Each player keeps a record of his test. He writes this down at the end of each.

Chicken Hop Relay

Divide the group into teams of not more than ten each. Each player has a wand or a stick of kindling wood. Teams line up by tens in parallel lines. Each team leader places the sticks of his group in a line in front of him, with the sticks an easy hopping distance apart. At a given signal number 1 of each line hops over the sticks and back to the starting line, where he touches the hand of the second in the line. Then number 2 repeats the performance of number 1. This continues until every player in the lines has had a turn. The order in which each line finishes should be recorded, the one finishing first being pronounced the winner.

This can be run as a straight contest for a smaller group, in which case there is only one player for each row of sticks. In this form, when the player has successfully hopped over all the sticks he kicks the last one away and hops back to the starting point. This continues until only one stick is left for each player. The winner is the one that first kicks away all of the sticks, after hopping over them in the regular way.

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Yes or No

The group may be seated in scattered style or in a circle. One member leaves and in his absence the group selects some definite object in a definite location, which must be guessed. For example, the group might select the snow on Pike's Peak. Upon the player's return he asks questions of the group, all of which must be answered by "yes" or "no." At first thought it seems difficult, but if the questioner is clever he can arrive at the correct answer in a surprisingly short time. For example, he could ask, "Is it within my range of vision? Is it in Ohio? Is it in the United States?" If the answer to the last question is "yes," then he can continue, "Is it west of the Mississippi?" Then he can get at the answer by trying to identify it with the animal, vegetable or mineral kingdoms.

CLUMPS is a competitive form of this game. In this, there are two teams, and one player from each team goes out. The two of them decide upon some such thing as suggested above, then return to the room, each going to the opposite team, where the players proceed to question him. When one side has guessed correctly they clap their hands and claim both players. Then two more are sent out. This may be continued until one side has taken all of the players from the opposite side.

An Apple Race

Every player places an apple on his head. At the leader's signal each tries to walk to the goal before his neighbors arrive. If the apple falls off the head of a contestant, he may replace it and continue from the spot where the apple dropped off.

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Non-Competitive Games

Laugh a Little

The leader, who should be a person with a contagious laugh, stands in the center of a circle formed by the other players. He tosses an ordinary handkerchief into the air, which is a signal for everybody to laugh as heartily as possible. However, the players must stop laughing immediately when the handkerchief touches the floor. Any person continuing to laugh must drop from the circle. This continues until but one player remains.

Orchestra

The players sit in a circle with one in the center. Each person, in pantomime, plays upon an imaginary instrument of his own choice. At any moment the fiddler, who is the center player, may begin playing the instrument of one of those in the circle, and that player must immediately change his movements to those of a fiddler. If the fiddler can point to him before he begins fiddling the player must go to the center in the place of the original fiddler. Each time a center player resumes his place in the circle he begins playing the instrument he first selected.

Slap Jack in Couples

Form a circle in which couples with hands joined stand several feet apart. One odd couple runs outside the ring and tags another couple. The tagged couple immediately starts around the circle in the opposite direction. When the couples meet they bow, shake free hands, pass to the right and make an effort to reach the vacant places first. The last couple to arrive becomes the tagger.

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Singing Proverbs

Divide the group into two or more small groups. Each small group goes to a special place in the room and decides upon a proverb, each member of the group being given a special word which he is to sing steadily to the tune of Dixie, when the members of the other groups come forward to guess. If there are more players than words, assign the same word to several of them. The first of the listening groups to correctly guess the proverb gets the next opportunity to sing its proverb.

Simon Says

The leader attempts to place players on the floor in something resembling gymnastic formation. Then he issues commands such as "Simon says 'knees bend,'" at the same time bending his own knees. He continues to give commands, sometimes omitting the words, "Simon says," in which cases the group should not heed the commands. Any player who fails to follow the command when preceded by "Simon says," or who heeds a command not preceded by these words, such as "heels raise," must drop out of the game.

Vis-a-Vis

Players with the exception of one who is "It" stand in couples around the room. "It" issues commands. When he commands "Face to face!" the couples face, and when he commands "Back to Back!" they turn back to back. Finally, when he calls "Vis-a-Vis!" they change partners. "It" tries to get a partner. The one who is left alone becomes "It" for the next game.

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Contrary

Players form a ring by taking hold of the corners of their handkerchiefs. One player stands in the center, calling out such orders as "Hold fast," and "Let go." If the former, the players do the opposite, allowing the handkerchiefs to drop and visa versa. Any player making a mistake may be dropped from the circle or made to pay a forfeit.

Robber

Players, with one in the center, march around in a circle to music. Suddenly the music stops, whereupon the players scatter. The odd one tries to tag three persons. The tagged ones drop out of the game. After three players have been tagged the circle is formed again, this time with the first one tagged becoming the new robber. This is repeated until all are out. The first robber is permitted to rejoin the circle, because he has never been tagged, but all other robbers drop out after having tagged three players.

Singing Chair

Players are seated in a circle with one in the center. The center player leads off in an old song or one of the popular variety. All others join. The leader stops suddenly, and the person who continues longest to sing becomes the next leader.

Chewing Gum Menagerie

Supply each person with a small card, a toothpick and a stick of gum. Give all a certain time in which to make the animal named on the card each holds. Exhibit these and let every person guess what's what. Plasticine can be used.

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Literary Hash

Cut a short story into many parts and distribute them among the group. He who thinks he has the opening paragraph begins to read. The one that believes his part to be next reads, and so on. The fun is produced by someone's reading the wrong part.

Tower of Excuses

Players are seated in a circle. The leader assigns various names of workmen to the different players. Thereupon he starts an imaginary tale of the building of a tower, from time to time referring to failures of particular workmen in their respective tasks. As he mentions the failure of a particular workman, that one must give an acceptable excuse before another workman is mentioned in the tale; otherwise he becomes "It." A carpenter might give as his excuse, "My saw broke"; a plumber might say, "My pipe wrench was knocked from my hand by a fellow workman;" but a mason could not give excuses in terms of either a carpenter or a plumber's tools.

Wink

Always good in a small group. Divide the group evenly. One odd player remains. One division seats itself in a circle, in which there should be one odd chair. The members of the other division stand back of the players that are seated. The odd player takes his position back of the empty chair. The odd player winks at one of the seated players, who tries to slip into the vacant chair without being tagged by the guard who stands behind. The guards must keep their hands hanging at their sides until they see those seated in front of them winked at.

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Going to Jerusalem

and its variations. Place chairs in a line with one facing one way and the next the other. There should be one more player than chair. As the music starts, the players, with hands clasped behind them, march around the chairs. Suddenly the music stops and everybody tries to get a seat. The one that is left drops out. One chair is removed each time.

Indian clubs can be used instead of chairs.

Girls or men standing in a line with hands on hips, so that they will be alternately left, right, left, etc., will answer in place of chairs.

Were it played out-doors, flags could be stuck in the ground about three feet apart.

The Elements

Among the best of the circle games. To start play, one person in the circle throws a knotted handkerchief and calls out "air." The person whom the handkerchief hits must answer "Dove, eagle, sparrow, bat," or some creature that lives in the air before the caller can count ten. He calls as fast as he can in a loud voice. If the creature named does not live in the air, or if the player is too slow in answering, he must pay a forfeit. Or, one mentioning a creature already mentioned, pays a forfeit. In like manner a caller may call out "water," "earth," and the players would then name inhabitants of those elements. If the leader calls "fire" there should be no response, as nothing lives in fire.

Dagger

Excellent for a small group. The chief source of fun is the nonsense produced through repetitions and mock-serious actions. Players are seated in a circle. The game starts by the first player's passing

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something representing a dagger, to the second player. The conversation is as follows:

1st player to 2nd—Take this.
2nd player to 1st—What is it?
1st player to 2nd—A dagger.
2nd player to 3rd—Take this.
3rd player to 2nd—What is it?
2nd player to 1st—What is it?
1st player to 2nd—A dagger.
2nd player to 3rd—A dagger.

The game continues thus around the entire circle, each time the question being referred to the first player, until every person in the circle has been included. Then, in like manner, the following conversation follows:

Did you buy it? (Nod "no.")
Did you steal it? (Nod "yes.")
Did you use it? (Hold hand over a vital part and groan.)
Did he die? (Weep.)
What will happen if you are caught? (Make a loud gurgling noise, accompanied by a motion as if to cut your throat.)

Rigamarole

One person in the group starts to relate a story, leaving off at a very exciting point, when the next player takes up the thread. The last player must give the tale an appropriate ending.

Ocean Wave

Players are seated in a circle with chairs touching. There should be one extra chair. There is one player who tries to find a place to sit. The player in the circle who allows the chair on his right to become occupied, becomes "It." If the odd player announces "The ocean is stormy," all players must change seats. The odd one enters the scramble for places, and the player left standing becomes "It."

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Puzzling Pictures

Cut up picture post-cards into pieces of all shapes and sizes. Put these into envelopes, handing one to each person. See who can put his together first. If there are no tables, the tops and bottoms of paste-board boxes will serve.

This will serve well as guests are arriving if at least four can be put at the same table, so that the element of sociability enters in. It is this type of thing that is good to give people who are not much given to conversation. A group of non-English speaking people could enjoy it.

Jump the Shot

an excellent, lively game. Players form a circle with one standing in the center. The center player holds a rope to one end of which a bean bag is attached. When play starts, he swings the rope around so as to bring the bag in line with the feet of those in the circle. The players must jump in order not to be touched by the bag or caught around the ankles by the rope. As soon as a player is hit he drops out. The circle gradually closes in as the players drop out. The last to remain wins.

Cats and Rats

Players stand in a circle. They number consecutively. Number 1, the rat, goes inside the circle; numbers 2 and 3, the cats, go outside. The rat tries to run around three players in succession without being tagged by the cats. The rat may be tagged while his head is outside the circle, but is safe when his head is inside the joined hands of the players. If caught, the rat joins the circle, number 2 becomes a rat, number 3 remains a cat and number 4 becomes a cat. If the rat succeeds in encircling

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three players he joins the circle, and the game proceeds according to the above description until every person has been a rat. If the number of players is large, increase the number of cats.

Two Deep

Players, standing about two feet apart, form a single circle. A *chaser* and a *runner* are outside the circle. The *chaser* pursues the *runner,* who is safe only when he stands in front of one of the players forming the circle. The player in front of whom the *runner* stops immediately becomes *runner.* If a *runner* is tagged he at once becomes *chaser* and the *chaser* becomes *runner.* Neither may run inside the circle. For a very large number, additional runners and chasers can be introduced, or the formation can be "Three deep" instead of two, in which case the third person, the one farthest from the center, must run.

Parcel Post

Players stand or sit in a circle with one in the center. Each announces the name of a city which he represents. When the center player announces "A parcel is going from _____ to _____," the players named for these cities exchange places while the center player tries to steal one of the places. The person left without a place goes in the center.

Buzz-Fizz

From five to thirty people form a circle. One starts the game by saying "One;" the next says "Two," etc., until "Five" is reached, when the word, "Buzz" is substituted. When "Seven" is reached, the word "Fizz" is substituted. Each time a number containing "five" occurs, the player substitutes "Buzz," for example, 15, 25, etc. When a number

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containing "seven" occurs, "Fizz" is substituted, for example, 17, 27, and so on. The best way to introduce the game is to start with "Buzz" first and allow the "Fizz" element to be a later development. To make the game much more difficult, substitute "Buzz" and "Fizz" for every multiple of five and seven.

Stage Coach

Always popular with all ages. Select a leader who has imagination for story telling. To each player he will assign the name of some part of a stage coach or its contents, for instance—a whip, a brake, the driver, the passengers, including the proverbial fat woman with a band-box, and a shirveled up old man. Several players may be given the same name if the group is large. The leader tells the story, mentioning the various parts of the stage. As he mentions any part, the player or players bearing that name, get up, turn around, and sit down again. Any player failing to do this must pay a forfeit. If the leader says "Stage Coach," all of the players must get up and whirl around. When he is ready to end his story he must have a catastrophe, and at his announcement, "The Stage Coach is upset," all players must change places. The leader tries to secure a place for himself and the person who is left without a seat becomes the next story teller.

To give this a modern touch use a motor-bus, perhaps of the sight-seeing variety, instead of a stage coach.

Dumb Crambo

good—introduces the dramatic. The players divide into two sides. One division leaves the room, and the one remaining selects a verb, which is to be guessed and acted by the other group. The outside group is then told a word that rhymes with the word

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chosen. Whereupon, those outside decide upon a verb that they think is the right one, and they enter the room, acting out the word without speaking a single word. If the inside division decides that the word has been guessed correctly they clap their hands; if not, they hiss. The sides change places when the word has been guessed correctly.

Changing Furniture

a good game (for a small group) to follow a strenuous game.

1. Four players or more form a small circle. All other players form a larger ring encircling the first. One player stands detached. He is given just a moment in which to observe both rings, then is blindfolded. When his blind-fold is removed he attempts to replace players from the outer circle to the inner, these having changed positions.

2. Another form is to change the players from one small circle to a second small circle, both of which are inside a large ring.

3. A third form is to change the places of five persons who stand inside the circle in positions corresponding to the arrangement of dots on a five-spot in dominoes.

Running Indians is another variation of the same game and requires more concentration. In this a line containing from 5 to 10 persons runs through the room and past the group. The members of the group either try to rearrange them in their original order or if the group is well acquainted, to call them back by name.

In playing forms 2, 3 and 4, instead of blindfolding one person, have the entire group close their eyes while the leader changes the positions of the players. However, players should be called upon, one at a time, to try to rearrange those moved.

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Kaleidoscope

This game, like "Changing Furniture," is pleasantly restful after very active games. It can be made difficult or simple, according to the calibre of the participants. Select four or more players to stand in line in front of the other players. The leader gives each of these a name. While the others close their eyes, the leader rearranges them. This done, those seated open their eyes and when called upon try to name the colors in their new arrangement, and to place them according to their first positions.

Similarly the names of poets, painters, historical characters and places, authors, statesmen, etc., can be used.

When I Went Abroad

The first player starts the game by saying, "When I went abroad I took 'apples,'" or something else beginning with "a." This continues around the circle, each one telling something beginning with "a." Any person who hesitates longer than ten seconds, drops out. Next, the letter "b" is taken to start all words, then "c" and so on through the alphabet, until the game begins to drag, when a new one should be introduced.

Merchant

Players are seated in a circle. One starts the game by saying, "My father keeps a grocery, and he sells something that begins with 'c.'" Whereupon the players try to guess the article. The first to guess correctly then becomes the merchant. He may select any sort of store that he wishes, unless the players have agreed to stick to one variety, like a grocery.

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Hot Potato

This is one of the best lively games played in a circle. For more than thirty players, form more than one circle. All players either stand or sit in a circle, except one, who stands in the center. A loosely knotted cloth or towel is kept moving among the players forming the ring, either by tossing it along or across the circle. The center player tries to get the towel as it passes from one to the other. If he succeeds, the person in the circle who is responsible for his success must take his place in the center.

Barnyard Convention

Players form a circle. The leader then announces that there is to be a Barnyard Convention. Then he whispers to each player the name of some animal or bird found in the barnyard. If the group is large, several may be given the same name. Next, one of the players begins to relate a tale, introducing as many names of the barnyard convention representatives as possible. Whenever the name of one of the animals is mentioned those bearing that name rise and make an imitation of the sound. Finally, the leader may announce, "The convention is adjourned," whereupon all of the animals in unison make their particular imitations. The player failing to rise at the proper time may be required to pay a forfeit.

Bag Tag

excellent. Players form a circle, and number consecutively. "It," who stands in the circle, calls two numbers, at the same time throwing a knotted cloth to a third player. The third player immediately throws it back to "It," who tries to hit one of the players whose numbers have been called before they succeed in changing places. If a player is hit he becomes "It."

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Slipper Slap

Players stand shoulder to shoulder in a circle, except one, who stands in the center. They pass a flexible slipper behind their backs, taking every opportunity to slap the center player with it. The center player tries to tag the player holding the slipper before he has had opportunity to pass it on to another player. A player tagged thus must change places with the one in center. A player may be hit with nothing except the slipper. If the action is rapid, this proves to be a game full of sport.

Spooning

All players form a circle, except one who stands blindfolded in the center. The odd player holds two table-spoons. The players move around in a circle until the odd player clicks the spoons together, at which signal they stand still. The center player then approaches any one in the circle, and tries to discover his identity by rubbing the spoons over his features. One player continues in center until he identifies someone, when the two exchange places.

Art

Secure plain cards in numbers equalling the number of guests. On each of these scatter five dots. The guests then strive to see who can make the best drawing by merely connecting the dots with lines. To create larger possibilities, use ten instead of five dots. Figures, objects and views are all possibilities.

The Minister's Cat

The first player starts the game by remarking, "The minister's cat is an agreeable cat," using an adjective beginning with "a." Each player that follows as the game progresses around the circle must add an adjective, using the same initial letter. When

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this has gone entirely around the circle, the first player uses an adjective beginning with "b." This continues through the entire alphabet. Any player who fails to respond before the leader has time to count ten is dropped from the game. This can be made a contest by keeping a record of the rounds in which the players hold out, and taking the average for the teams.

Ink Blots

Each guest is supplied with a piece of paper, upon which a drop of ink is let fall. Each person folds his own paper and writes a verse based on the figure thus made.

Whip Tag

All but one of the players stand in a circle with their hands behind their backs. The odd player runs around the outside of the circle carrying a "beetle" which he finally drops into the hands of one of the players. That player straightway starts to pursue his right hand neighbor, beating him with the "beetle" until he chases him back to place. The holder of the "beetle" then becomes the odd player. The game is a good one to keep everyone on the alert. The "beetle" is made of a stocking, stuffed with rags or cotton to resemble a policeman's club.

Poison

Players, either standing or sitting in a circle, pass an object from one to another while a piano is being played. Every player tries to pass the object along as rapidly as possible, for if he holds it in his hand when the music suddenly stops, he must drop out of the game. The last player left in the circle wins. For a very large number of players, keep four or five objects moving. When all but about fifteen have been eliminated, all objects except one should be taken out.

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Progressive Conversation

The girls are seated in a circle with a vacant chair between every two. The men who are standing in center, are given cards bearing suggestive topics of conversation. At a signal the men are seated and begin conversing upon the first topic with the girl at their left. At the end of three minutes, the leader gives a signal and the men move to their right. This continues until every man has talked to every girl. Votes may be taken to decide upon the best man and the best girl conversationalist.

Suggestive topics:

Who should milk the cow, the farmer or his wife?

Who should build the fire in the morning, a man or his wife?

Which is the more desirable, a glass eye or a cork leg?

Which is preferable, the life of an Eskimo or that of a South Sea Islander?

Such old topics as man's intellectual superiority over woman, suffrage, the ideal man, the ideal woman, and numerous others, can always be used.

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JOKE GAMES SUITABLE FOR INITIATIONS

Games and tricks of this kind, approaching horse-play, have no social value, and require careful handling because they are likely to prove embarrassing to the person singled out. They should be used only in intimate groups.

Empress of Timbuctoo

All players who do not know the game go outside the room. Those remaining seat themselves in a circle, with the Empress in the center; or they may arrange themselves as the court and form a semi-circle in which the Empress occupies the most prominent place. The Empress sits on her left leg, but in its place hangs a stuffed stocking which is put inside her shoe, so as to make it resemble the real one. A player is called in. The leader, after any remarks he may care to make, then explains: "In the Court of Timbuctoo are many peculiar customs. Among them is this—every visitor to the court must shake well the left leg of every person in the court." All goes well until the player tries to shake the left leg of the Empress, when that member comes off.

This may be continued as long as there are some uninitiated.

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The Weeping Diamond

With the words, "This is the Famous Weeping Diamond from Ponce de Leon's Fountain of Youth. It stands for truth, loyalty and honesty," place in the hand of the player a piece of ice which is about the size and shape of an egg.

Airplane Ride

Those who do not know the game stay outside the room until called. Two or more persons hold a strong board an inch or more from the floor. A blindfolded girl is told to step on the board and place her hands on the shoulders of a person who steers. The board is raised a little, and then to produce the effect of raising it still higher, the person steering gradually stoops. The rider gets the sensation of going dangerously near the ceiling. At length she is told to leap from her position to a soft mattress. After preparing her for an enormous leap she is surprised to find herself landing, after falling two inches. An electric fan or an egg beater, worked to imitate the sound of machinery, add to the effect.

Magic Writing

Two persons must know the game. One of these leaves the room and the other with a cane in his hand remains. Some person in the room selects a word of not more than six letters, which word is to be conveyed through magic writing to the person on the outside, who is now called in.

The system is this: The vowels, a, e, i, o and u are represented respectively by 1, 2, 3, 4 and 5 taps of the cane. The intervening consonants are revealed by the first letter in every sentence spoken. For example, assume that the word is "T-r-a-p." The writer who uses his cane for all sorts of mysterious tracings on the floor, says: "Take note of my every

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movement," and then in a new sentence, "Regard my simple system," and after a tap on the floor to represent "a" he continues: "Please tell me the word." Any person who thinks he understands may be sent out to try his skill.

Wriggling Dime

Press a dime very hard on a person's forehead and remove it quickly. Direct the subject to wriggle the coin from his forehead. He makes terrible faces in an effort and when he does not hear it drop he gets the impression that it must be imbedded.

Hee-Haw

Players sit in a circle. The leader supposedly whispers the name of some animal to each. Instead, he tells all except one, who is to imitate a donkey, to keep quiet. When he counts "one, two, three," the donkey has an unexpected solo part.

Frozen Eye of the Fish-God

The subject is required to eat an oyster which he is told is the frozen eye of the fish-god. Or he may merely be required to hold it for a short time and then pass it on to a neighbor who is not "wise" to the stunt.

Mind Reading

This requires two confederates, one who goes out, the other who stays in the room. The person left in the room sits down, placing one hand on each knee. Next, after counting ten while waving one of his hands over his head, he calls his confederate, who is able to state which hand was lifted up.

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This is very simple if the guesser comes immediately at the call, for the hand which has been held on the knee will show much blood in the veins, the upraised hand, very little.

Knights of the Sacred Whistle

Several persons who do not know the game are informed that they are to be initiated into the order of the Knights of the Sacred Whistle. They are shown a small whistle, which they are told must be found by them before they are accepted in the order. With much form and ceremony place the ceremonial robes of the order over the shoulders of the candidate and present him to the commander of the order. Pretend to pass the whistle to some member of the party. An apron will serve very well as a robe. To the back of this the whistle can be tied. At every opportunity one of the circle players blows the whistle, and the one who is being initiated tries to locate it.

Presented at Court

Place two chairs about two feet apart. Throw a heavy couch cover ~~or blanket~~ over these so that it will appear as if there are three seats. ~~The~~ king sits on one chair, the queen on ~~the~~ other, and the person who is being presented kneels down on a cushion, first kissing the queen's and then the king's hand. The king finally motions him to a seat between himself and the queen. As he obeys, the king and queen rise and bow to him. He drops to the floor when he takes his seat, ~~but the~~ jar can be broken by placing a pillow under ~~the~~ cover on ~~the~~ floor.

The Mummy Hand

The blindfolded person to be initiated is led down a line of persons with whom he shakes hands. At length he takes hold of the clammy mummy's hand. This is a glove filled with wet sand.

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Wild Animals

Two persons are known as the keepers of the wild animals. They place a looking-glass in an obscure corner of a dimly lighted room. As each player enters, he describes to the first keeper the kind of wild animal he would like to see. The first keeper then leads him to a position in front of the looking-glass, and tells the other keeper to bring out the animal called for. Thereupon the second keeper pulls aside a cover that has been concealing the looking-glass and the player gazes at his own image in the mirror. If the corner is very dark, lights can be turned on.

The Fly Family

The members of the Fly family stand in a row. The leader tells each member his name and asks each to repeat it after him. Butter-fly, house-fly, horse-fly, answer according to suggestion. Finally, when Letter-fly, who stands at the foot, repeats his name, a cupful of water is thrown in his face.

Seeing Stars

The one who is to be initiated lies down in a dark room. An old coat is thrown over him so that he can look up one sleeve toward the stars. After he has gazed for a few seconds one of the players conducting the initiation pours some water down the sleeve.

Quaker Meeting

The leader approaches a player with these words: "Do you want to go to Quaker Meeting? If so, roll your thumbs and follow me." This continues, each one falling in line back of the leader, and all rolling their thumbs. When all are in line, the leader says: "Do as I do," and he kneels. Slowly, they sway from side to side and then the leader gives a strong push which causes the line to tumble over.

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TELLING FORTUNES

Fortune-telling never fails to liven up the dullest evening. There are some very simple methods which can be handled by inexperienced persons. They stand repetition.

Seek Your Fortune

Cut daisy petals with seven in a set, from different colors and qualities of tissue or crepe paper. On each of these write a fortune. Candy hearts will suggest plenty of thoughts. Such sayings and prophecies as these can be used: 1. fairest of them all; 2. honors will be heaped upon you; 3. a long and prosperous life; 4. contentment in old age; 5. riches in store for you. Hide these around the room.

As the guests arrive, tell each to seek out his fortune, which he will find upon a daisy petal, and after he has found it, to search for the other members of his group, who will have fortunes written on paper of the same color and texture as his own.

By Pencil Sharpening

Each person is provided with an unsharpened pencil. The fortune-teller then, by a study of the pencil, reads the characteristics and the future of the sharpener.

A long lead denotes an extravagant disposition.

A short lead indicates stinginess.

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An evenly sharpened one shows neatness, accuracy and an even disposition.

An unevenly sharpened one denotes a careless person.

Points of wood extending down over the lead indicate lovers, and one much longer than the rest foretells a speedy marriage.

Long, even lines made by one stroke of the knife foretell pleasant journeys.

A snag denotes a quarrel with a friend.

This can be carried on indefinitely according to the fertility of the fortune-teller's imagination.

Madame Zanze, the Crystal Gazer

Madame sits at a table gazing into a crystal ball. A fish bowl inverted on a cushion will serve very well. As each person arrives she reads out her imaginings, seen in the crystal.

Colorful costume, with plenty of beads and ornaments, will add much in creating the desired atmosphere.

Seen in the Tea-cup

To prepare the tea-cup for the fortune, gradaully drain the liquid by slowly turning the cup around. Next, invert it in a saucer, make a wish and give it three complete turns. These lines, the source of which is unknown to me, will stimulate the fortune-teller's imagination:

One leaf, alone you'll be,
Two together the priest you'll see.
Three in a group your wish you'll gain.
Four, a letter comes from a swain.
Five, good news a letter will bring,
Six in a row, a wedding ring.
Seven together, great fortune waits
For you by the rule of the tea-cup fates.
Tea leaves short and stems quite tall,
Bring you company, great and small.

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Tea leaves many and dotted fine,
Are of bad luck the surest sign.
Tea leaves massed and clean the rim,
Your cup of joy overflows the brim.

The Wedding Ring

Suspend a wedding ring, by means of a thread, over a goblet. Repeat the alphabet slowly, after the ring has been started to swing. Note the letter of the alphabet when the ring touches the glass, then begin again, until the name of a future husband or wife has been spelled out.

The Cauldron

Fill a kettle with sawdust. In this bury numerous small articles, such as a ring, a coin, a thimble, a doll, and toy pet animals.

Each player has an opportunity to dip into the kettle with a large spoon, in an effort to find a hidden article. The fortune-teller should previously have decided upon the meaning of each article. A ring would suggest a wedding; a thimble, work; a coin, riches; a flower, happiness; a dog, a faithful friend, and so on.

Choose Your Fortune

Place seven saucers in a row on a table. Into each put one of the articles listed below. Cover with a cloth. A blind-folded person whose fortune is to be told touches one of the saucers and his fortune is revealed by the following table:

Moss—A life of luxury.
Thorn—Unhappy love.
Clean Water—Single blessedness.
Double knot—Marriage.
Forked stick—Marriage to a widow or widower.
Blue cloth—Fidelity and loyalty in one's mate.
Red cloth—A life partner of a fiery and passionate make-up.

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GRAND MARCH FIGURES AND FOLK DANCE

Everyone likes lively music, and almost everyone, who gives himself an opportunity to try it, enjoys rhythmic expression. Nothing serves better to give variety and life to an evening's program than the introduction of march and dance figures, and of folk-dances, which are simple in technique, but rich in social value. The few selected for this chapter are among those that the author has found easy to swing in a group of almost any size.

In a very large group, in order to get the various sets placed, it is best to lead a grand march and then have couples count off, the first ten for example, going to a definite spot assigned, and so on until all are placed. One person who knows the plan of the director, should assist each small group.

A whistle blown between figures, followed by the leader's announcement will be necessary until everyone knows the game being taught.

Suggestions for Grand March and Dance Figures

The directions in the following will be based upon the assumption that the group is composed about equally of men and women. Any leader can adapt the suggestions to an "all-girl" party.

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A whistle blown by the leader is the signal for every change. In a large group it will be found necessary to stop long enough between figures to allow the leader time to give directions for what comes next.

The leader stands in the middle of the room at the front. At his command players fall in, facing front, in single file. They start marching, the girls all turning right and the men turning left. They march toward the sides of the room along the front line, turn facing the rear, continuing the march until they arrive at the back, when turning toward each other, the lines meet in the middle and each man takes as his partner the girl that he meets. Couples thus formed march toward the front. At the leader's signal the first couple turns left, the second right, the third left and so on alternately until the end of the line is reached.

Couples march around the edge of the room as outlined above, this time as they meet coming up by fours. This can be continued by eights, or even sixteens, if the space permits. When the formation contains any number over four it is necessary for the inside players to take much shorter steps in order to keep the lines straight as the turns are being made.

ARCHES can be formed when two lines of couples meet, by having the one line with partners facing and arms raised form the arch through which the other double line passes. When the first couple of the line that has passed under reaches the end of the arch thus formed they raise their arms, helping to form the arch. Every couple following does the same until all have passed through and all have helped form the arch; or the play can be cut short by the leader's whistle.

Have players march down by fours. Give the signal to halt. Then the two inside lines face. Those standing opposite join hands above their

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heads, forming an arch through which the two outside lines pass. The arch may be continued as outlined above. In similar fashion the outside lines could form an arch.

IMITATIONS. Men line up on one side of the hall, facing girls lined up at the opposite side. The leader calls, "Now gallop like horses. Now trip like fairies," or something of the sort, whereupon the players all move toward each other and the persons that meet either march or dance off together.

OVER AND UNDER. Girls form in couples, one behind the other, at one of the room, and the men form in the same way at the opposite end of the room. Head couples stand facing.

Upon signal the girl leaders go under the upraised arm of the men leaders. The second couple in the men's line moves under the arch formed by the first couple of girls. This continues, each person in turn, first forming and then passing under the arch, or in other words going under and then over the couples as they meet.

When the first couple of men reach the last couple of ladies, or at the leader's signal, all dance or march.

LUCKY CIRCLES. Any number of small circles are drawn on the floor. These are numbered. When the music stops or at the leader's signal couples run for a circle. Slips bearing numbers corresponding to those in the circles have been previously placed in a hat. The leader asks someone to draw a number, and that circle answering to the number drawn is declared the lucky one. A small prize may be given. A chocolate bar, a package of Life Savers, two cookies or something of the sort that can be eaten, make the best prizes.

SPIRAL. When players are marching single file have them join hands. The leader gradually winds the line up after the fashion of a watch spring until they are in a mass in the center. Then he un-

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winds by leading in and out through the windows formed between the players standing adjacent. This continues until the entire line has unwound.

ACCUMULATION. One couple starts dancing. At a signal each chooses a new partner and dances. At each subsequent signal the couples separate and select new partners. This continues until all are on the floor.

MY LADY'S HANDKERCHIEF. Form a double circle with the girls inside and the men outside. At a signal the girls toss their handkerchiefs into the air and the men dance with the owner of the one each catches.

PAUL JONES. The formation is the same as in "My Lady's Handkerchief." The numbers of men and girls need not be even. In time to the music, the men move in one direction in a circle and the girls move in that opposite. At the leader's signal each man dances with the girl in front of him. The odd members must sit out until the next dance or until another signal is given.

THE WEAK LEADING THE BLIND. The girls blindfold their partners and lead them into a circle. At a signal they "grand chain." This is done by extending right hand to partner, the left to the next player, the right to the third and so on alternately, until there is a signal to stop. If every player is made to understand that he always moves in the same direction as that in which he started when facing his partner, the grand chain proves to be simple. The girls must lead the blind-folded men.

BY NUMBERS. Make two sets of numbers. Mix each in a hat. As couples marching toward the leader arrive, they separate, the men going left and the girls right. Each player draws a number from the hat held on his side. At the end of march the leader calls off numbers. Then the girl and man holding corresponding numbers start dancing as their numbers are called.

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GAMES TO MUSIC

Swedish Long Dance

Music—One-step or two-step.

One person skips around the room and by a nod or beckoning selects another person. They join hands and skip along. The second person then chooses a third, the third a fourth, and this continues until everyone is on the floor. Then all form a circle and dance sixteen sliding steps right, sixteen left, and at a signal do the grand right and left. In order to prevent confusion the leader should announce the direction in which the men and the women are to face. The former turn with their left hands pointing toward the inside of the circle, and the latter with right hands pointing toward the center.

If done in couples this is better if there is an even distributin of men and girls.

Cshebogar

Music—One-step or two-step.

All join hands in a circle.

Slide right to eight counts, and then left.

With walking steps go to center, using four counts; return to four counts.

Turn eight counts in place with partner by locking right arms. Then at a signal either dance or march with the new partner.

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The Virginia Reel

Music—"The Turkey in the Straw" "Whistling Rufus," or practically any old-fashioned two-step can be used.

From ten to twenty players is the best number for each group. Partners line up in front of the leader, move at least eight feet apart and stand facing each other. The players standing at the end become leaders.

Players work in pairs, diagonally as follows: Assuming that there are two lines, A and B, each with eight players, the first leaders would be A-1 and B-8. Every action performed by them would be followed by the next leaders, B-1 and A-8.

A	1	2	3	4	5	6	7	8
B	1	2	3	4	5	6	7	8

The first leaders begin to the first strains of the music.

1. Forward and bow.
2. Swing each other around by right hands.
3. Swing each other around by left hands.
4. Swing each other around by both hands.
5. Do-Si-Do. Approach each other, walk around back to back, move back to place. Hold arms folded high.
6. All four leaders come to center and form a wind-mill by partners clasping right hands across and swinging round.

Following this, partners in lines A and B bearing corresponding numbers, lead the figures.

7. Couple 1 with hands on shoulders glide down center and back.
8. They swing partners by hooking right arms
9. Similarly, by using left arms each swings number 2 in his partner's line.
10. Then again in center partners swing, using right arms.

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This continues until the end of the line is reached. Then the leaders again taking shoulder hold, glide down the middle to their original places. Each then leads off his line by turning his back upon his partner and marching back of his line until he reaches the spot where number eight stood. There the leaders form an arch under which all other couples must pass. The first couple through, number 2, becomes head couple and the leaders, who are now at the foot of the line, become couple 8. The dance continues until all have had an opportunity to lead.

VARIATION. To give every player more opportunity for action after the diagonal couples have danced each figure, let those who stand opposite do the same thing. Before Do-Si-Do, the leader should announce that in passing, the couples should have right shoulders touching. Every figure which the diagonal couples dance can be danced in this manner.

Old Dan Tucker

Couples join hands in a single ring around Dan Tucker. A leader calls the figures.

CALL—*Balance to Tucker.*

(Bars 1 and 2) All join hands and walk forward two steps and back two steps.

CALL—*Allemande left.*

(Bars 3 and 4, and repeat 1 to 4.) Each man turns the girl on his left with his right hand, and his own partner with the left.

CALL—*Grand Chain.* (Dan Tucker joins in this.)

(Bars 5 to 12.) Men start round the circle counter clockwise, or with left hands always toward the center. Girls march clockwise, or with right hands always toward the center. Each right hand to partner, left to the next and so on.

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CALL—*Promenade.*

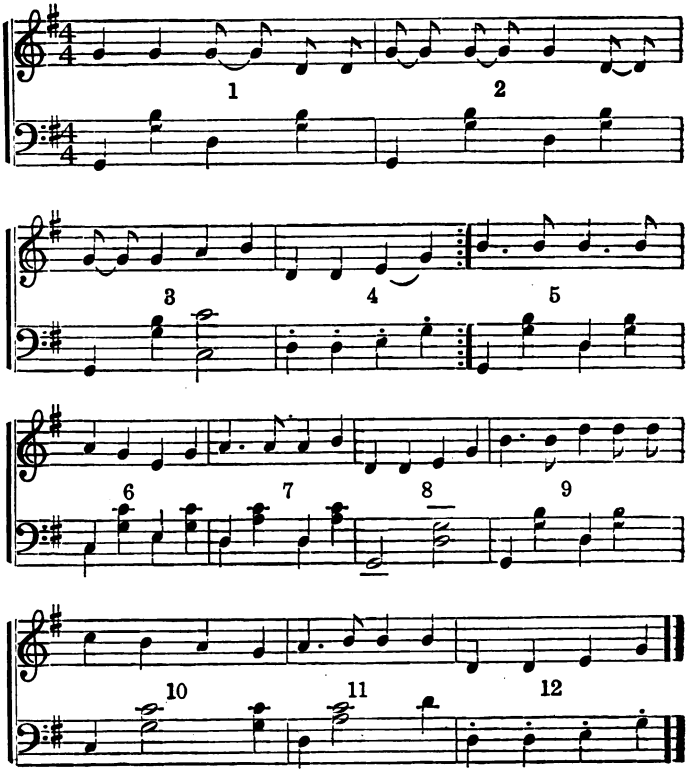
(Bars 1 to 4 and repeat.) Partners cross hands in skating position and walk right in a circle. Someone will be left without a partner. He becomes Tucker and goes to center.

CALL—*All forward and back.*

(Bars 5 to 8.) All join hands in a ring, walk forward four steps and back four steps.

CALL—*Circle to the left.*

(Bars 9 to 12.) All gallop to the left.

Old Dan Tucker.

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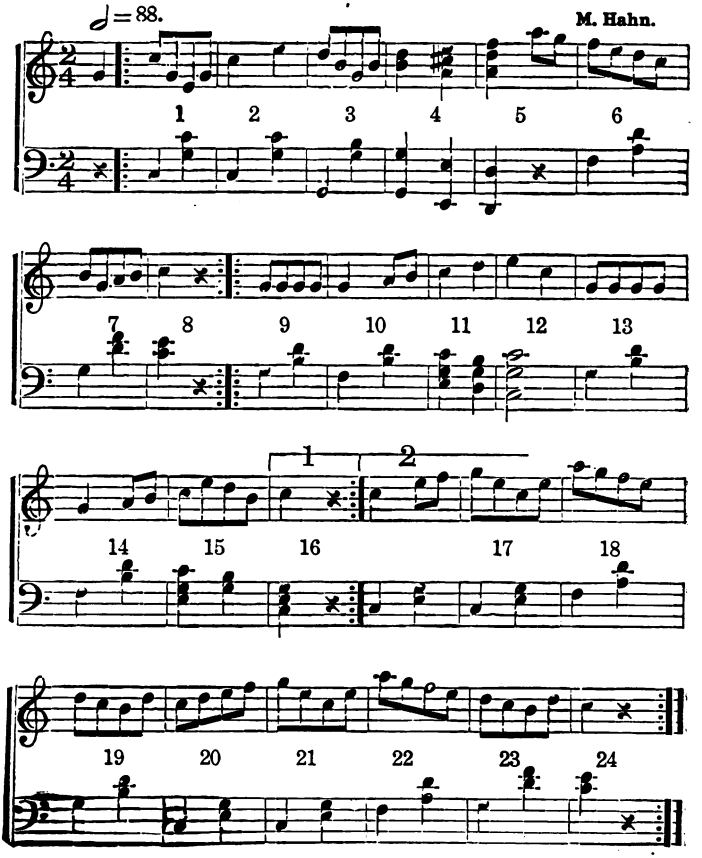
The Hatter.

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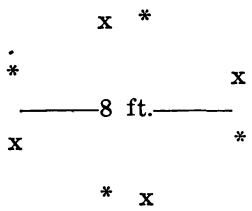
The Hatter

A Spanish Folk-Dance.

Line up in Quadrille formation.
Four couples form a set.



* represents a man.
x represents a girl.

FIRST GROUP OF FIGURES—

Part One

16 counts—All join hands, stretching into the widest circle possible, and with short skipping steps move left around the circle. Sixteen steps should bring each player back home.

Part Two

16 counts—Partners face, placing hands on hips. To four counts stamp the feet in rhythm, and to four counts clap the hands in rhythm, repeat. Turn back upon partner and stamp-clap to the neighboring player; repeat.

Part Three

16 counts—Partners face and grand chain, by first extending right hands to partners and then the left hands to the next player and so on alternately until each is back in place. This should be done with slow skipping steps as in part one.

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SECOND GROUP OF FIGURES—

16 counts—Partners stand facing, and placing hands upon each other's shoulders, remain at arms length apart. In this position they dance "Hopsa" in a small circle, in place. This is done by dancing step-hop to 16 counts, after this fashion—Step on left, hop on left, step on right, hop on right in rhythm.

Parts 2 and 3 are identical with those in Group One.

THIRD GROUP OF FIGURES—

16 counts—All four men form a small circle in center. Take shoulder hold and dance around as in "Hopsa." At the end of the 16th count each man should be back in place. The girls remain in place during this figure.

Parts 2 and 3 are as outlined in Group One.

FOURTH GROUP OF FIGURES—

All three parts are identical with those of Group Three, except that the girls, instead of the men, form the small circle.

FIFTH GROUP OF FIGURES—

This is exactly like the first group.

After the completion of this figure, the "sets" form one large circle and skip to the left in time to the music which gradually grows faster and faster until every player has reached the limit.

Pop Goes the Weasel

An American Folk-Dance.

Draw up sets as in the Virginia Reel, except that in this dance three couples constitute a set.

16 measures—At the first count of the music, the first couple turn away from each other and skip

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down the outside of their lines. (8 counts down, 8 counts back.) They join hands and glide down between the lines (8 counts each way).

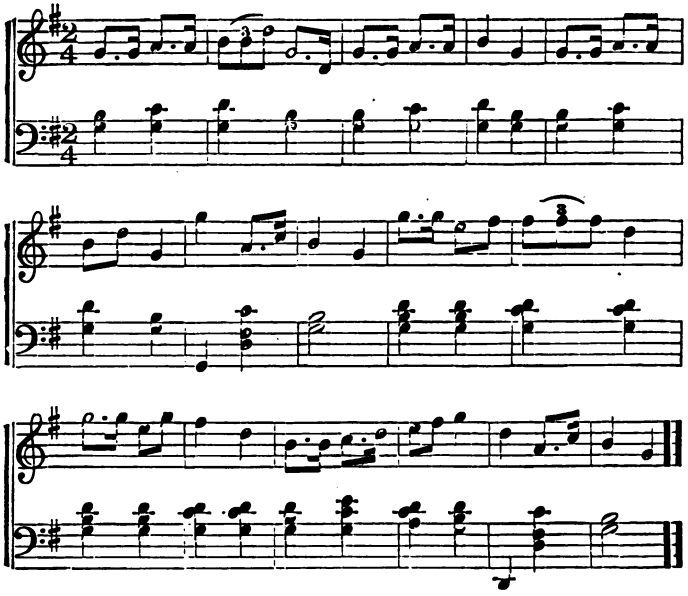
8 measures—The first couple joining hands with the lady of the second couple skip around in a circle. On the last bar, they pop the second lady under their arms into the first lady's place.

8 measures—Repeat with the man from the second couple.

8 measures—Repeat with the man from the third couple. This brings the original first couple to the bottom of the set. All join hands and skip a full circle to the left.

4 measures—Partners join right hands and skip once around each other. Repeat this until couples two and three have danced it all.

Pop Goes the Weasel.

AMERICAN FOLK DANCE. M. Hahn.

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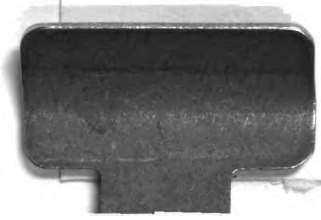

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